**A Chapter of Your Life…**

Summative Narrative Assessment

EGE 2012

Hammond/Miller

DUE: Friday, September 21st

Consider the style in which *Part-Time Indian* was written.

It is a narrative, which tells a story by explaining events… it has a plot.

The author includes a protagonist, several antagonists, and supporting individuals… it has characters.

The writing is enhanced by colorful language and literary techniques… it has voice.

It includes images that help explain the story and add humor to the text… it has illustrations.

Your task is to consider a chapter of your own life and turn it into a story, similar to Sherman Alexie’s story in *Part-Time Indian*. Like his story, yours will include plot, characters, voice, and illustrations. Your story will be 3-4 pages typed, double-spaced, 12 point Times New Roman font, with 1-inch margins.

**Part One: Choose the kind of story you want to write.**

Do you want to write a funny story? Do you want to write something that gives people the chills or makes them cry? Do you want to inspire your readers?

**Part Two: Consider your life experiences.**

After you’ve chosen the type of story you want to tell, make a list of events in your own life that would make a good story. If you are struggling with this, ask a friend or family member to help you think of some classic moments in your life.

**Part Three: Complete the pre-writing activities.**

Attached is an organizer that will help you get ready to write your story. When you finish it, you will have a plan with which to start your story.

**Part Four: Start writing. Re-read your work and keep at it.**

As you write your story, refer to the assignment sheet and your rubric. Ask someone to read it and give you feedback. Consider places where images or illustrations will be placed.

**Part Five: Illustrate it and add meaningful images.**

If you don’t want to draw cartoons like in *Part-Time Indian*, find another style of illustrations that you like. It could be paint, collages, photographs or sketches in crayon or colored pencil. The images must be created by you though… no Google images or coloring books.

**Part Six: Type the story and place the images where you want them.**

The finished product will be shared in class and must be typed and well-organized by the due date. Hand-written stories will not be accepted.

**Story Requirements**

**Does your plot follow the typical story-line?**

Your story needs to include an exposition, rising action, climax, falling action, and resolution.

**Are there a variety of characters?**

Your story needs to be written from your point-of-view (you are the protagonist) and should include at least one antagonist and several supporting characters. Each character, including yourself, should include at least one of the characterization techniques discussed in class.

**How will you bring the words to life?**

Your story must include at least five literary devices, such as similes, metaphors, allusions, foreshadowing, and onomatopoeia. You can include these in any combination, but they must be present.

**Is your story readable?**

Although you should use creativity to write your story, it still must follow grammar rules. Remember to run spell-check and read your work aloud for smoothness.

**Artsy, Colorful, Creative Work!**

Your story must include illustrations that add meaning to the work. Find a medium that you enjoy, and produce images that help the reader understand the work better.

**Story Submission**

Your story will be brought to class and presented, and also turned in on Turnitin.com. If it is turned in late, you will miss out on the opportunity to have someone read your work, which will result in a reduction in points. If it is not typed, you will not have shown me that you know how to use a computer to create your work. Remember… you always have time to work in the lab in class, and the LMC is open all day. No excuses for late or hand-written work.

**Planning Your Narrative**

**PLOT** – Consider your storyline. It should include the following elements:

**Fill in the elements of your plot under the diagram.**

**Opening Rising Climax Falling End**

**Scene**  **Action Action**

**CHARACTERS** – Fill in the circles for each of the supporting characters.

You are the protagonist in the center.

Literary Devices

Options for Your Narrative…

**Simile**

Definition: Making a comparison by using the words “like” or “as”.

Example: Jake followed Bella around **like** a dog.

**Metaphor**

Definition: Making a comparison without using the words “like” or “as”.

Example: Katniss Everdeen **was a lion** in the jungle.

**Allusion**

Definition: Making a cultural reference that the audience relates to.

Example: Edward kicked the van with the strength of **Hercules**.

**Foreshadowing**

Definition: Giving the reader clues about where the plot is headed in the future.

Example: “**Someday**, you will need to make a choice, Harry Potter.”

**Onomatopoeia**

Definition: Using words that imitate real sounds (like animal noises).

Example: Katniss hated petting the cat, but the animal always **meowed** loudly.